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... and uses a **circular** cone instead ... 1) transform, **clip**, and cull ... opaque surface **primitives** would be ... with aZ **buffer**[FvDFH90], and ... each transparent **polygon** in depth ... http://citeseer.nj.nec.com/context/15316/0

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e-Net Systems

... clip mask: In computer ... state information, graphics primitives, and non ... such as a polygon, for which ... single cut buffer is limited ... cycle: A circular reference. A ... http://www.enetabc.com/glossary/glossary-c.html

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... creation of **circular** tube. Full ... as control **polygon**, using triangle ... are geometric **primitives**, which can ... transparency mapping, **clip** mapping ... **Z-buffer**, reflectivity ... http://www.realsoft3dusa.com/pages/features_list.html

GameDev.net - DirectX Graphics for Visual Basic Part 1

... of it's **primitives** using triangles. But ... to them, **clip** them and draw ... instead of **polygon** – but feel ... a depth **buffer** is attached ... hexagonal or **circular** type shapes ... http://www.gamedev.net/reference/articles/article1308.asp

MicroWindows Architecture

... into a linear **buffer** in memory ... mode, and **clip** region is ... GdFillEllipse, and **polygon** fills with ... the graphics **primitives** available to ... elliptical or **circular** region ... http://www.microwindows.org/microwindows_architecture.html

Polygonal surface models

... of the frame **buffer** must be stored ... of 6 surface **primitives** (SP) is ... edges for **circular** ones and ... dense irregular **polygon** meshes of ... with an arbitrary **clip** plane is ... http://beatrice.gsf.de/~mperzl/papers/phd/polymodel.html

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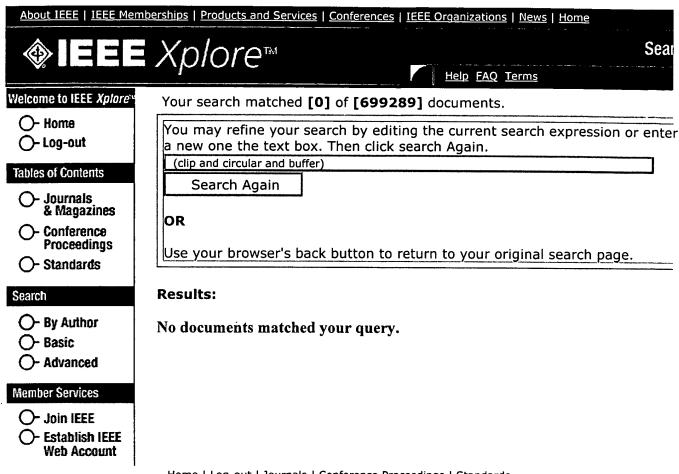
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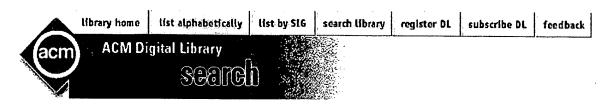
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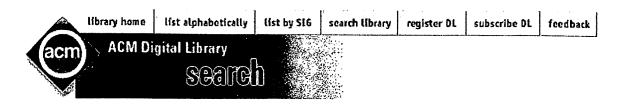
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